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Part # 24469M



SAFETY INFORMATION

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms — children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

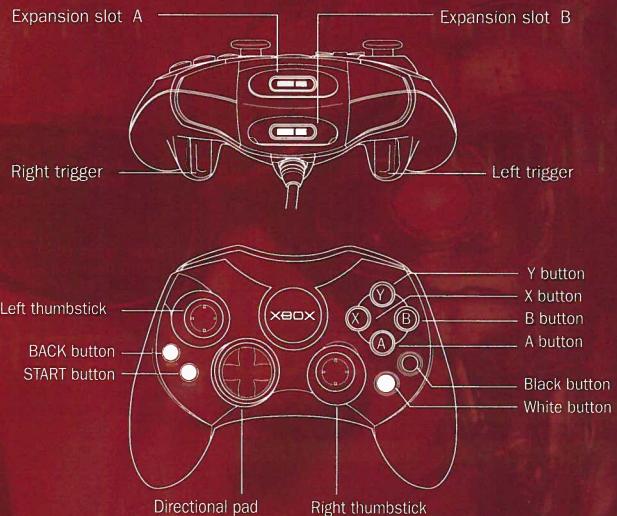
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CONTROLS

1. Connect the Xbox Controller to any controller port on the front of the Xbox console. For multiple players, connect additional controllers to available controller ports.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play *Terminator® 3: Rise of the Machines™*.



GETTING STARTED

1. Set up your Xbox™ video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the *Terminator® 3: Rise of the Machines™* disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing *Terminator® 3: Rise of the Machines™*.



Avoiding Damage to Discs or the Disc Drive

To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

Weapon Combat Controls

CONTROL	ACTION
left thumbstick up / down	Walk / Run
left thumbstick left / right	Strafe
left thumbstick button	Center view
left thumbstick button x 2	180-degree turn
right thumbstick up / down	Aim up / down
right thumbstick left / right	Turn left / right
right thumbstick button	Display Mission Objectives
directional pad left	Cycle weapons up
directional pad right	Cycle weapons down
X button	Reload
A button	Use object
B button	Cycle weapons down
Y button	Cycle weapons up
right trigger	Fire primary weapon
left trigger	Target lock
White button	Jump
Black button	Secondary fire
directional pad up / down	Zoom in or out / Scroll through Mission Objectives when displayed
BACK button	Cycle vision modes
START button	Pause

Hand-to-Hand Controls

CONTROL	ACTION
Y button	Kick
X button	Hold to block / Press just before an attack to counter
B button	Shove
B button + left thumbstick toward enemy	Hard throw forward
B button + left thumbstick away from enemy	Overhead throw
B button + left thumbstick up	Sideways shoulder throw
B button + left thumbstick down	Throw down
A button	Medium punch / Charge shove when running
A button + left thumbstick toward enemy	Quick punch
A button + left thumbstick away from enemy	Strong punch
A button + left thumbstick up	High punch
A button + left thumbstick down	Low punch

INTRODUCTION

A decade has passed since John Connor helped prevent Judgment Day and saved mankind from destruction. Now in his early twenties, Connor lives "off the grid" — no home, no credit cards, no cell phone, no record of his existence. There is no way he can be traced by Skynet — the highly developed network of machines that once tried to kill him and wage war on humanity. Until...

Out of the shadows of the future steps the T-X, Skynet's most sophisticated cyborg killing machine. Now Connor's only hope for survival is the Terminator®. Together, they must triumph over the technologically superior T-X and forestall the looming threat of Judgment Day — or face the apocalypse and the end of civilization.

SAVING AND LOADING

Saving the Game

Terminator® 3: Rise of the Machines™ uses an automatic save feature that saves your game at the end of each level segment. Games are saved to the Xbox Hard Disk. If you start a game with Auto-Save enabled, previously saved games will be lost.

Loading a Game

You can load a game from the Options menu in the Main Menu. Move the **left thumbstick** or **directional pad up/down** to select Save / Load and press the **A button**.

MAIN MENU

Use the **left thumbstick** or **directional pad** to highlight an option in the Main Menu. Press the **A button** to confirm your selection.

New Game

Select New Game to start a new *Terminator® 3: Rise of the Machines™* game. Press the **A button** to accept.

Continue

If you exit back to the Main Menu from a game that has been started or loaded, this option will be available. Select Continue and press the **A button**. Levels already completed or reached will be available for selection.



If you are terminated three times during one level and use all of the in-game Continues, you may select Restart or Quit.

Options

Display the Options Menu. You can also access the Options menu in-game by pressing the **START button**. See "Options" below for details.

Special Features

Check here for movie clips that you have unlocked, including exclusive clips shot just for the game and "B-roll" footage that shows alternate angles of scenes and allows you to see behind the scenes of the movie.

You'll also find storyboards used to create the game and production concept art.

Also check out "The Making of Terminator 3: The Game" for exclusive interviews with the cast and crew and a behind-the-scenes look at what went into putting the game together.

Some of these features will be available when you start playing and others unlock as you play so check here often.

Don't forget to look for some hidden classic Atari games as you advance through the game.

OPTIONS

Audio

Select headphones or speakers.

Controls

Re-map the controller configuration to suit your own preferences. You can save and load saved configurations or reset the controller to its default setting.



Game Settings

XY Sensitivity

You can change the speed at which your weapon reticule moves by adjusting the XY slider. Move the **left thumbstick left** to move the slider toward the negative symbol (-) to slow down the reticule movement speed. Move the **left thumbstick right** to move the slider toward the positive symbol (+) to increase the reticule movement speed. Press the **A button** to confirm.

Difficulty

There are three difficulty settings: Easy, Medium and Hard. The difficulty settings affect the health and accuracy of enemy units.

Vibration

Turn vibration ON or OFF.

Invert Controls

Set invert controls to YES or NO. When set to YES, moving the **right thumbstick down** causes the Terminator to look up, and moving the **right thumbstick up** causes the Terminator to look down.

Weapon Auto-Switch

Toggle Weapon Auto-Switch ON/OFF. With Weapon Auto-Switch ON if the Terminator picks up a weapon that is more effective he will automatically switch to that weapon.

Save / Load

Select Load Game and press the **A button** to load the game from the Xbox Hard Disk. You can load any successfully completed game segment. See "Saving and Loading" on page 6 for details.

Cheats

Enter codes to unlock special game cheats, movies and more!

PAUSE MENU

Press the **START button** during the gameplay to pause and enter the Pause menu. Here you can acquire additional information or access the Options menu.



Resume

Return to the game in progress.

Mission Objectives

View the current mission objectives.

Map Screen

Display the map of the current level.

Options

Adjust game settings. See "Options" on page 7 for details.

Restart Level

Restart the current level segment.

Quit Game

Exit the game in progress and return to the Main Menu.

HEADS-UP DISPLAY



The Heads-Up Display (HUD) appears on-screen during gameplay. The HUD provides mission-critical information.

Charge

The Charge indicates your health and is displayed incrementally, with 100 being full health. As you take damage, getting closer to death,

your health meter drops. If the Charge reaches 0, the mission is terminated and you must start the game over or reload from the last point saved. Pick up Power Cells to recharge your health.

Ammo

The Ammo readout indicates the amount of ammunition available for the currently selected weapon.

Pickup Display

This is updated as you pick up objects and power-ups.

Radar

The Radar is located on the upper-left corner of the HUD. The white cone indicates your current heading. Use this in conjunction with the yellow Mission Objective indicator — located on the outer ring of the radar — to track down your current mission objective. As you get closer to the mission objective, the inner rings start to fill in, indicating your proximity to the objective. The current distance from the target is indicated in meters.

Objectives

Objectives will be displayed as you receive instructions from Kate Brewster. The yellow dot on the Radar is the Mission Objective indicator. The Mission Objective indicator shows the location of the active mission objective.

As new objectives become available, new instructions will appear on-screen. Press the **right thumbstick button** at any time during a mission to display the active objective. At certain times during the game, you will have multiple objectives you can complete in any order. If you want to swap your current mission objective for another one, press the **right thumbstick button** to display all active objectives and then use the **directional pad** to highlight the objective you want to complete. During the game a white cone of vision indicates your current heading. As you get closer to the mission objective the radar starts to fill in to indicate your proximity to it.

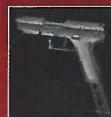
Weapon Reticule

The Weapon Reticule appears on-screen as a translucent icon and is used to aim your weapons. When you move the **right thumbstick** to aim, the reticule will move on-screen. When a threat appears and you move the reticule towards the target, targets will be highlighted. Friendly units are highlighted in blue, while threats are highlighted red.

In Terminator vision mode, additional data will appear, such as the "Weakness Analysis" enhancement indicating weakened structures.

WEAPONS

Present Weapons



9mm Pistol – 33-shot clip



Pump Shotgun – 8-shell capacity



AR-15 – 30-shot clip, 1-shot grenade launcher



MP5 – 30-shot clip



Grenade Launcher – 8-grenade capacity



RPG – 1 rocket propelled grenade



T1 Mini-Gun – 100-round belt



.30 cal Machine Gun – 120-round belt

Future Weapons



Skynet Plasma SMG – 40-shot clip



Skynet Phase Plasma Rifle – 30-shot clip, 5-shot grenade launcher



Skynet Arc-Laser – 400-round charge



Skynet Assault Cannon – 35-shot clip



Skynet Lightning Gun – 200-charge fuel cell



Tech-Com Plasma Rifle – 20-shot clip, 2-shot grenade launcher



Tech-Com Micro Rocket Launcher – 5-rocket magazine



Tech-Com Sniper Cannon – 3-shell clip



Tech-Com EMP Gun – 50-round clip



Tech-Com SAM Launcher – 1 surface-to-air missile

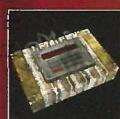


Tech-Com Light Machine Gun – 100-round clip

Explosives



Hand Grenade



C4 Plastic Explosives



EMP Grenade



Plasma Grenade



Hydrogen Fuel Cell Bomb

CHARACTERS

Terminator Classes



T-900 Green

The green T-900s travel in packs and are the most commonly encountered. They are the easiest to terminate.



T-900 Yellow

The yellow T-900s carry two guns. They are tougher than their green-colored counterparts.



T-900 Red

The red T-900s carry Skynet Assault Cannons. They are by far the toughest to terminate.



T-X

Skynet's most sophisticated and lethal killing machine, the T-X is driven by a plasma reactor and is designed for extreme combat. T-X has been sent back through time with one mission: To ignite the war and begin the rise of the machines.

F/K Classes

The Future Killers, manufactured by Skynet, pose the biggest threat to the safety of humankind in the future.

The Flyers



F/K Kite

Light and versatile fliers.



F/K Fighter - Light

Versatile killing machines that patrol the skies.



F/K Fighter - Standard

Heavily armored killing machines that patrol the skies.



F/K Fighter - Heavy

A hovercraft that searches for prey.



F/K Transport

A lightly armed utility vehicle used to quickly move Skynet forces to different locations on the battlefield.



CRS Labs Hunter/Killer

The first generation of Skynet flying attack craft.

Ground Units



F/K Rover

Designed for reconnaissance and espionage missions.



F/K Rover-Bombs

Sentry units designed to self-destruct at the approach of unauthorized personnel.



F/K Tank - Light

The smallest of the deadly Skynet armored units.



F/K Tank - Medium

Behemoths of the battlefield, these armored monsters are the bane of the Tech-com forces.



F/K Sentry Gun

Smaller version of the F/K Turret, used to guard the interiors of Skynet facilities.



F/K Turret

Immobile Skynet gun batteries placed to guard areas or create kill-zones.



T1

The first generation of Skynet armored battle tanks.



Tech-Com Soldiers

Resistance fighters trying to overthrow Skynet, led by John Connor and Kate Brewster.



S.W.A.T.

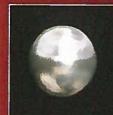
Summoned to rescue the kidnapped Kate Brewster at the Valley of Peace cemetery. Termination of the peace officers will result in mission failure for the Terminator.



Air Force Personnel

Located inside of CRS Labs, they are unsuspecting victims when the machines revolt. Termination of any Air Force personnel will result in mission failure for the Terminator.

OTHER ITEMS



Continues

Look for these hidden power-ups to increase your number of continues.



Fuel Cell

Fuel cells will recharge your health when acquired.



Energy Cell

These energy cells provide primary ammunition in all future weapons.

AMMO



These ammunition boxes are used as the primary ammunition in all present day weapons.



Ammo Crate

These boxes provide ammunition for future and present weapons.



Grenades

These grenade boxes provide the Terminator with handheld explosives in the future and present.

COMBAT COMBOS

Two-Hit Combos

CONTROL	ACTION
A, A	Medium punch combo
left thumbstick toward enemy + (A, A)	Quick punch combo
left thumbstick away from enemy + (A, A)	Strong punch combo
left thumbstick up + (A, A)	High punch combo
left thumbstick down + (A, A)	Low punch combo
A, Y	Medium punch with leg shove
left thumbstick toward enemy + (A, Y)	Quick punch with leg shove
left thumbstick away from enemy + (A, Y)	Strong punch with double knee
left thumbstick up + (A, Y)	High punch with leg shove
left thumbstick down + (A, Y)	Low punch with leg shove
A, B	Medium punch followed by special attack
left thumbstick toward enemy + (A, B)	Quick punch followed by special attack
left thumbstick away from enemy + (A, B)	Strong punch with overhead throw
left thumbstick up + (A, B)	High punch with sideways shoulder throw
left thumbstick down + (A, B)	Low punch with special attack

Three-Hit Combos

CONTROL	ACTION
(A, A, A)	Medium punch three-hit combo
left thumbstick toward enemy + (A, A, A)	Quick punch three-hit combo
left thumbstick away from enemy + (A, A, A)	Strong punch three-hit combo
left thumbstick up + (A, A, A)	High punch three-hit combo
left thumbstick down + (A, A, A)	Low punch three-hit combo
(A, A, Y)	Medium punch two-hit combo with leg shove
left thumbstick toward enemy + (A, A, Y)	Quick punch two-hit combo with leg shove
left thumbstick away from enemy + (A, A, Y)	Strong punch two-hit combo with double knee
left thumbstick up + (A, A, Y)	High punch two-hit combo with leg shove
left thumbstick down + (A, A, Y)	Low punch two-hit combo followed by special attack
(A, A, B)	Medium punch followed by special attack
left thumbstick toward enemy + (A, A, B)	Quick punch two-hit combo followed by special attack
left thumbstick away from enemy + (A, A, B)	Strong punch two-hit combo with overhead throw
left thumbstick up + (A, A, B)	High punch two-hit combo with sideways shoulder throw
left thumbstick down + (A, A, B)	Low punch two-hit combo followed by special attack

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Annika Boman
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V.P. Production

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David Młodziański
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Alain Gaudiard
Stunt Coordinator Assistant

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Fabien Giuliani
Sébastien Haure

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Sébastien Rossi
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Jérôme Billet
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Philippe Delorme
Benjamin Godon
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Research and Development

Special Thanks

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Scott Martin Gershin
Creative Director

Bryan Celano
Dutch Hill
Sound Designers

Sara Huddleston
Asset Manager

James Tabb
Audio Visual Coordinator

Nerves Gezalyan
Foley Mixer

Jeffrey Wilhoit
James M. Moriana
Foley Artists

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Scorpio Sound
SAG Voice Over Casting, Recording and Editing

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Shawn Johnson

J.S. (Mongo) Ross

James Warren

Henri Yonet

Voice Over/ Dialogue Editors

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Nick Stahl

Billy Brown

Pat Fraley

Doug Gochman

Nicholas Guest

Phil Lamarr

Poppi Monroe

Wendy Schenker

Steve Susskind

Fred Tatasciore

Voice Actors

MUSIC COMPOSITION

Marshall Parker
Producer - Atari Melbourne House

Ric Formosa

Danny Beckerman
Composers

Ricky Edwards

Rob Clarke

John Barrett

Additional Music composed by

Recorded at Alan Eaton Studios -
Melbourne Australia

Mixed at Sing Sing - Melbourne Australia
Engineered and mixed by Chris Scallan &
Robin Gray

Performed by The Victorian Philharmonic
Orchestra

ADDITIONAL SCRIPT SUPPORT

Buzz Dixon
Writer

MAKING OF VIDEO

Eric Matthies Productions
Production

Damien Valentine
Music

ADDITIONAL MUSIC

Theme from "Terminator 2: Judgment Day"
Written and performed by Brad Fiedel
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Terminator Theme Remix
Performed by The Victorian Philharmonic
Orchestra
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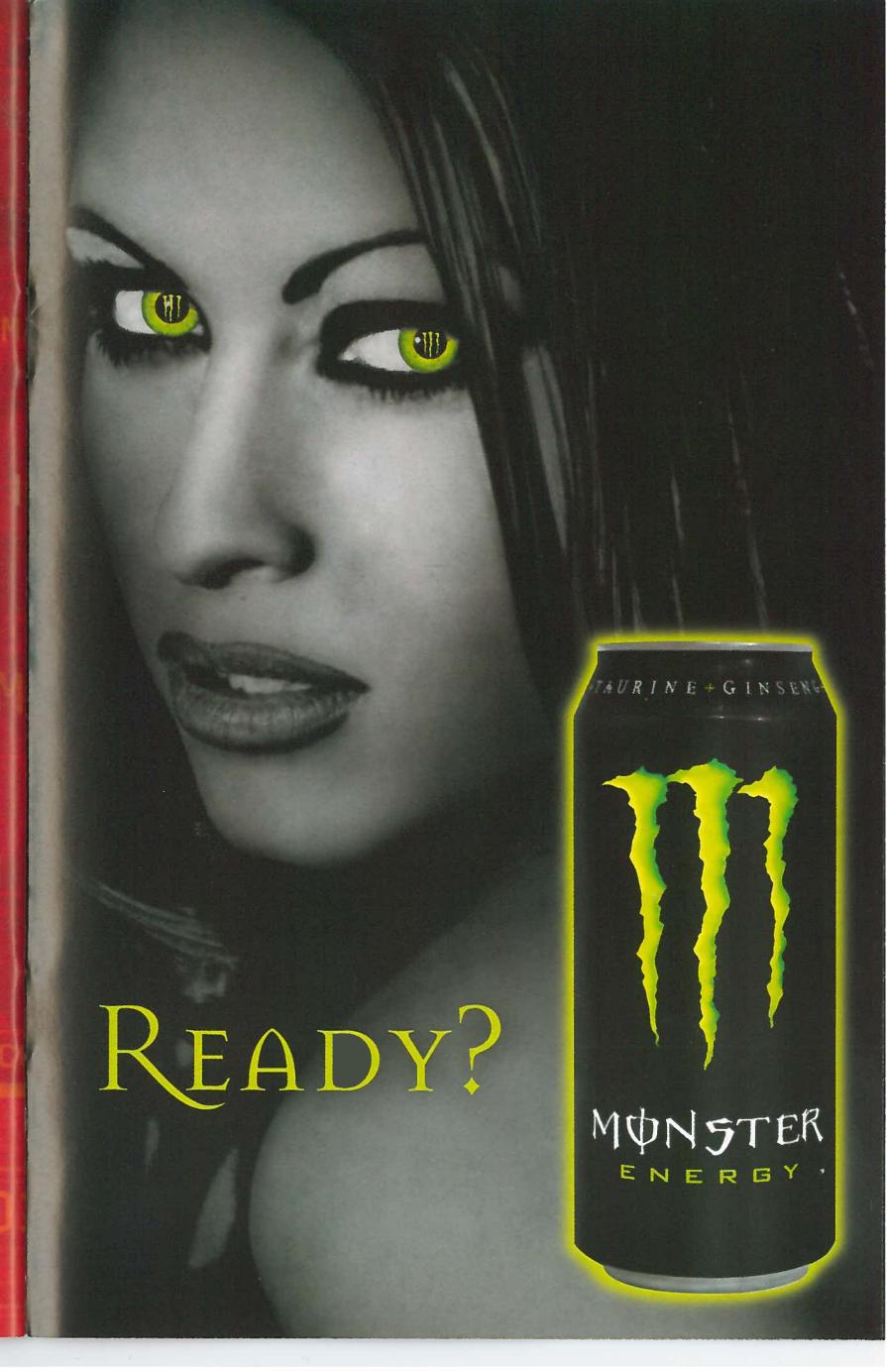
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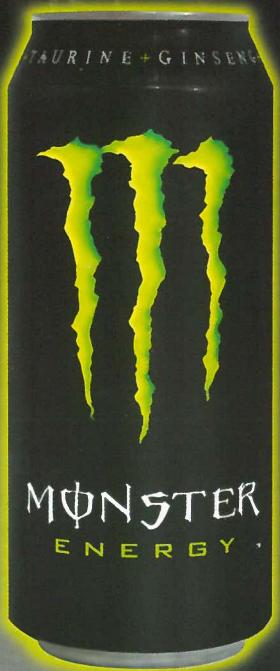
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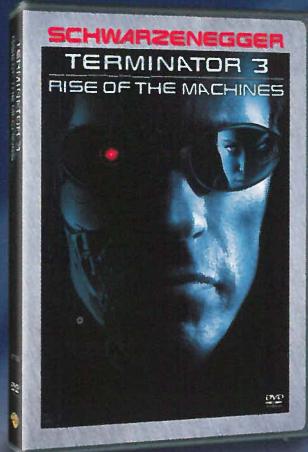
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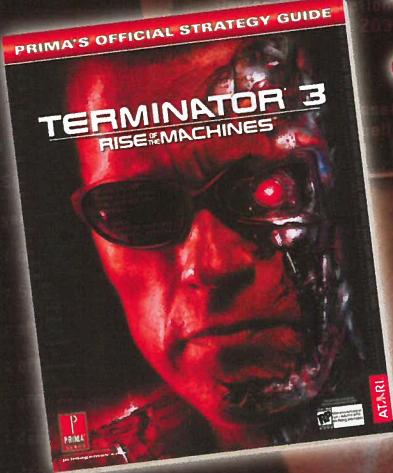
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